

Gaming on Jorune

by Stephan Wieck

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Any society that progresses to a standard of living that supports leisure time will have outlets for entertainment, sportsmanship, and even gambling to fulfill those idle hours. For many generations after the Shanthic war, the long pursuit of humans was surviving, not going out onto a gridiron. During this lapse in leisure activities, many of the common Earth games that the colonies had brought with them were forgotten. Now, in 3488 on Jorune, even the average durlig farmer has some time to enjoy himself, and the higher classes have been creating pastimes for centuries. Many of the new games that have developed on Jorune are similar to old Earth sports. Some of the emerging games, in fact, are copies of Earth games discovered on Earth-Tec recording media. However, some of the games, like the isho sports, are totally new.

One of the biggest problems with sports on Jorune is the diversity of players. Boxing on Earth had several weight classes to provide for fair competition between different sizes of people. On Jorune there are not only different sizes of people, there are different sizes of races of people. A bronth boxing a muadra would carry astounding odds for anyone betting for the muadra. Sporting on Jorune has yet to develop to the point of large organizations that can set rules to even out the competition. The largest sporting events are annual tournaments and city-wide leagues, all of which carry out their own rules. Tournaments usually only split contestants by race for physical contact events and separate salu for swimming events. Intercity sport leagues have wide diversity in rules, classes and regulations. Depending on the area, rules are occasionally set to discriminate against a particular race such as muadra.

Gambling on Jorune faces none of these problems of race. Anyone can roll a die or lose a yule in the same way (although there are some doubts about this when it comes to thivin). Gambling began on Jorune before sporting did. However, gambling is not very popular among high society in Burdoth. Drenn who gamble are looked upon as rogues. Still, the vice is popular with the working class. Notable hotspots of gambling are Ardoth around Manser, the Downtrough Mountains in Southern Khodre, and any Woffen shenter no matter where it is.

Below is a list of some common sports and games on Jorune. It is by no means a comprehensive list. Along with most games are rules for conducting the activity during play. These rules were made in an attempt to maximize role-playing and minimize dice-rolling while keeping a decent amount of realism. However, if the players are having to roll too many dice, just simplify the games to fewer rolls.

PHYSICAL CONTACT SPORTS

LOOPBALL. Loopball is a team sport similar to basketball played with a ball about the size of a volleyball. The ball is usually the hide of an animal stuffed with plant fibers to make it solid. The playing field is 40 meters long, and 15 meters wide. On each end is a goal which consists of a 3 meter pole with a wooden loop 50 cm in diameter on top. The loop is upright, so that the ball must pass through it horizontally to score a goal. Teams of five are the norm, but the number of players as well as the field's dimensions (particularly the pole height) change according to availability and playability.

Loopball players are free to run anywhere inside the boundaries when they do not have possession of the ball. A player who receives the ball may make a total of three steps during possession. He can throw the ball to another player at anytime

and stop at anytime. The three step limit makes the game largely one of passing to move the ball down the field. If a team throws the ball out of bounds, the other team gets possession of the ball at midfield.

Running a game of loopball is rather difficult. Keep track of where the ball is in relation to the players' goal at all times. The game begins with both teams on their end of the field. A signal (usually a bell) is given by the referee, and both teams sprint for the ball. The character with the highest speed gets it. Ties are resolved by 4d6 checks vs. Speed until only one person succeeds at the roll. The ball will then be at the 20 meter line.

To move the ball down the field, have players declare what line they're on, and assign opponents to them. The person with the ball normally takes a few quick steps away from the opponent guarding him to get a clear throw, while the other players break away from their opponents. A quick throw, a catch, and then the process starts again. Once the ball is near the goal, the ball carrier breaks away and tosses it up. 3d6 speed checks are needed to break away from a defensive man guarding the ball carrier. Modify the roll to break away by the difference in size modifiers and speed between the two players. The throw requires a 3d6 aim roll by the passer modified as follows:

Failed to break away	+2
Per 3 meters thrown	+1
Change receivers	+1

The receiver must also break away and make a 3d6 agility roll to catch the ball modified by:

Failed to break away	+2
Passer failed aim roll	+2

The modifier for changing receivers is applied if the passer wants to change receivers once he sees his original receiver failed to break away.

If the ball is not caught, the opponent guarding the intended receiver gets an agility roll to intercept. If the ball is still loose, it will: 1-2 roll out of bounds, 3-6 bounce as many meters away as the number rolled. The player closest to the ball can pick it up; equal distant players are resolved by highest speed.

To make a goal, break away and roll a 3d6 aim check with a +1 penalty. If the goal is missed roll a die 6: 1-2 bounce back 1d6 meters, 3-6 out of bounds. The game is played to 6 goals with no rest breaks except for injuries or out of bounds.

Note that this sport is listed under physical contact sports. Although the rules officially say no contact allowed with a penalty of one goal for the other team, most games are played according to the "no blood, no contact" rule, so players can come out of a game with a few superficial wounds from "accidental" tackles, trips, or punches.

WRESTLING. Wrestling is alive and well on Jorune. The sport has its primitive origins traced back to Thantier, but recently, Khodre Dhardrenn has introduced new techniques. The Prince found some material on Greek wrestling in his Earth-Tec files and has since become a sponsor of the sport. Originally, Khodre introduced the pancratium style of wrestling where anything except biting and gouging is legal. He quickly saw that the pancratium form was too much like Thantierian wrestling (minus the biting and gouging) and then introduced the more classical form of Greco-Roman Wrestling where only upper body holds are allowed, and there is no punching or kicking as in pancratium. Under the new wrestling rules, a victory is scored

after three take downs or throws. To qualify as a take down, the opponent's upper body must touch the ground, and the throwing player must remain standing. If a wrestler goes to the ground along with his opponent, neither scores a point. Half points are scored if an opponent is forced out of the 10 meter diameter circle that the match takes place in.

To conduct a wrestling match, roll advantage just as in combat. Wrestlers use the entangle attack despite the fact that they are unarmed. Wrestlers use the advantage modifier based on their entangle skill level every round. Also, the difference between opponents' attack modifiers is applied as a bonus/penalty for all rolls, including advantage. The wrestler who attacks and entangles his opponent is considered to have a hold. From then on, the wrestler with the higher advantage has several options. A person with a hold may attempt a throw. This requires a 3d6 strength check. The opponent can keep his footing with a successful 3d6 agility check, but is still held. A wrestler with a higher advantage who is held may break free of the hold with a 3d6 strength check. Whether held or holding, either wrestler can push to opponent two meters as in a normal entangle if he has the higher attack bonus. This is how force outs are made.

Khodre Dhardrenn sponsors a wrestling tournament the first day of every season which carries a large purse of money for the prize. Bronth have become the major participants in the sport. The Greco-Roman style is catching on swiftly in Dobre. Bronth are large enough to manhandle humans and even boccord, and agile and skillful enough to defeat the few corastin who enter. Separate divisions are being formed for humans in the upcoming tournaments. Muadra may enter, but dyshas are out of the question.

BOXING. Boxing is not well accepted in most areas of Jorune. There is no such thing as boxing gloves (though fists are sometimes wrapped in leather) and matches are quite bloody. Still, the sport is popular in Thantier, and a form of contact boxing has limited popularity in Glounda. Athletes who do box regularly are usually seasoned with their fists and at least experienced in evading and defending w/o weapon.

3 RING. 3 ring is a very simple, almost pure contact sporting event. The rounds are quick and decisive. The field is made of three large concentric circles of three, nine, and fifteen meter diameters. Teams vary in size from five to twelve. In each round of play, three players from one team stand in the middle circle. Five players from the opposite team stand along the outside of the largest circle. A bell is rung, and the three players try to dash out of the inside circle and escape the playing field. The five opponents tackle them before they leave. Points are awarded based on how far towards the edge the three dashers make it before they are tackled. They get 0 points for being caught in the smallest starting ring, 1 point for the next zone out, 3 points for the next, and 5 if they escape the ring. Then the teams trade sides, substitute some players, and play another round. Eight rounds make a game. 3 ring is an old game, and its popularity is declining. Still, there are many city tournaments of 3 ring every Erris.

Conducting a round of 3 ring is very simple. Everyone rolls advantage and moves, engages, or tackles. Dashers, however, should not be allowed to leave the ring in one melee round. They can run to near the perimeter, but if there is an opponent nearby on the perimeter, the dasher will have to advance against him to break through the outer circle. Once a dasher is engaged by one or more tacklers, the dasher may advance (which will move him 2 meters outward) or he may withdraw 2 meters (which will leave him free to run next melee round if he has higher advantage).

OTHER. Other sports on Jorune which involve physical contact are fencing (still not very safe) and beagre hunting which is an extremely popular city sport.

MENTAL GAMES

BYSHIK BOARD. Byshik boards are reminiscent of the small sliding plate tablet games of Earth where small, numbered, squares were slid around inside a flat tablet until the numbers were in order. One space was empty on the tablet to allow a numbered square to be moved, and the space vacated by that square could be filled by moving another number in place, etc. Byshik boards are very similar to these numbered tablets. Byshik boards are made of a wooden frame with small painted squares of wood inside the frame that can be moved around. The number of blank spaces in a byshik board depends on the board's size. Common hand-held boards have one slot empty for moving the wooden squares around. These boards are mostly solo past-times. Many different patterns and designs can be made by moving the different colored wooden squares around.

Occasionally, two people will race to unscramble their boards into a pre-set, distinct pattern. To play out a byshik board race, decide a difficulty level of the race based on the size of the boards used, the number of open move slots, and the complexity of the design trying to be formed. The difficulty is usually from 2-7. To complete the pattern, players must succeed in as many 3d6 Learn check as the difficulty. If the difficulty assigned is four, the winner is the first to succeed in four learn checks. Each learn check equals about 30 seconds of mad unscrambling. When a player fails a learn roll during the race, he is stumped. He keeps making learn rolls, but at a minus one per failure. Once he makes the roll, he ignores the accumulated modifier. Example: Drinse, a muadra, is in a byshik board race with a thriddle. The race's difficulty is a three, and Drinse's learn is 13. The race begins, Drinse rolls a 12 on 3d6, he succeeds and thirty seconds go by. On his next roll he gets a 15, a failure. Drinse is now stumped, so he makes his next learn check at -1. He rolls a 13, which is still a failure because of his modifier. He now has -2. He rolls a 10 and succeeds. Drinse now must make a third successful learn check (without modifier) to complete the pattern.

Larger byshik boards are usually made of brynk hardwood and cut crystal squares. These boards have a few more open slots and many different shades and colors in their pieces. Thriddle make pieces of art which resemble mosaics with these large byshik boards. A thriddle family will buy or make a nice large board and over a couple of years make a dazzling mosaic picture by sliding the colored squares. These pictures are sold to rich families, and then the thriddle buy another board. It is an art though, and not a profit-making business, so the finished mosaics are sold for enough to buy a new board and a couple giggit, but usually no more. One remarkable byshik board by the Rho-Trin family is on display at Tan-Iricid. The board is 5 meters by 10 meters and contains 2 million crystal squares minus the single empty slot used in the picture creation to move the chips and unscramble them into the panorama they now form. It took the Rho-Trin family generations to build the board and generations to slide the random crystals into a picture. The panorama shows the Mountain Crown and the Iscin Libraries. The crystals used were fairly inert, but still contained enough isho to show color.

FORU. Foru is a board game where the basic objective is to place four markers in a row. The game board is 4x4x4. There are 4 separate boards which rest on stilts on top of one another so that the playing surface looks like a tower. Players alternate placing pieces on the boards until one player gets four markers

in a row up, down, horizontal, vertical, diagonally up and down, etc.

To play Foru, players begin making spot and learn checks after several turns of starting play have gone by. The player who moved first makes a learn check. If successful, he is in position to win. The opponent must make a spot roll to be able to block the victory. The first player then moves again making another learn check to get into a winning position. If the first player fails a learn check, the other player can then take the offensive and attempt a learn check.

BRAZER. Brazer is a board game invented by bronth. It is a chess like game, but it also involves dice. Each player has ten pieces of different value, from one to four. The board is a grid of squares. Players alternate moving one piece each. When two pieces are adjacent, they "fight". Each piece rolls a number of dice equal to its strength. Whichever piece has a higher dice sum wins; defender wins ties. What keeps Brazer from being a game of chance are the pieces' movements. Strong pieces move slowly, and seldom can move diagonally. Lower strength pieces are faster and have more flexible movement patterns. Additionally, strength one pieces are able to flank if in the correct position. Flanking is the only time that two pieces are moved by a player in the same turn (like the castle move in chess). The player engages an enemy piece, and then declares the flank and moves the flanking piece adjacent to the defender's piece. The attacking and flanking unit add their strengths to determine the dice rolled. Brazer is a difficult game to conduct during play with just dice rolls. For a really quick game, opponents can let learn checks until one of them, the loser, fails a check.

ISHO SPORTS

BOSHBALL. Boshball is probably the most popular true isho sport second only to Kerning Bay Tag. The game is similar to badminton, and uses an eight feet high net. The name of the game is misleading, since an egg is actually volleyed back and forth over the net and not a ball. Bosh eggs come from the Glounda forest. They are a little larger than a ping-pong ball and have a thick shell.

Muadra who play the game do not use racquets. Instead, they send forth a small weave of Ebba isho and knock the egg over the net with the force of the isho. Any caji with the Ebba color group can be taught in an hour how to send the weave to push the egg over the net. Isho illiterate muadra who have the color group can learn in a week at most kerning bays. Many muadra who learn the weave to play boshball go on to learn dyshas.

The playing field is roughly 3 meters by 3 meters, or a little longer for doubles play. Only the serving side may score. If a player misses the egg and it touches the ground, or if he contacts the egg physically, the other team gets a point or the serve. Games go to 15 points.

Expert boshball players usually know the Tra color group as well as Ebba and use them both during play. By using a difficult Tra weave, the Ebba isho weave used to knock the ball over the net can be rerouted into a specific direction. This allows the player to simply stand in the middle of the court and knock the egg any direction or even slam it as it comes across the net. Inexperienced players, called nontra by the experienced, must run around the court to get the proper angle on the egg with their Ebba weave.

One additional rule was added to the game once Tra players became increasingly regular. If a player cracks the egg and splits it, when he hits it with his Ebba weave during play, his

opponent gets three points and the serve. The rule was intended to stop players from slamming the egg too hard just as it came over the net, since it became expensive to go through several eggs in one game. However, boshball masters use even this rule to their advantage. They slam the egg hard enough to crack it without splitting it. The defending player can either let the egg go and lose a point, or return the hurtling egg. To return it however, requires enough force to stop the egg and send it back which usually splits the already cracked egg.

To play boshball, characters must know the bosh Ebba weave and, optionally, the hard-to-learn Tra redirecting weave. To return an oncoming boshball, caji must make an agility check on 3d6 to get into position unless they know the special Tra weave. If they have the Tra weave, they need only be successful in weaving it. Then, they must hit the egg as with a dysha with their Ebba weave. Players who can slam require extra rules. Only players with the Tra weave can slam, others arc the egg over the net since they cannot get a downward angle on the egg without making the Tra weave. To slam the egg, the player must make a 4d6 color check to test his control during the slam. If the check is below one half of the character's color, he slams the egg and only cracks it. If the result is equal to one half the character's color up to his color score, he succeeds but does not harm the egg. If the player fails the check, he cracks the egg ("he egged it") and loses three points. To return a slam, the returner must make his normal agility check at +3. Anyone returning a cracked, but not split, egg must make a 4d6 color check to avoid splitting it. There is an additional +2 to this color check if the egg was just slammed. Slamming an already cracked egg splits it automatically. To serve the boshball, make a 3d6 aim check. A failed serve turns the serve over to the opponent.

TARGETING. There is some doubt as to whether or not targeting should be considered one of the emerging isho sports. Targeting is simply an accuracy contest like archery. Desti dyshas are commonly used in the tournaments, but rules and allowances vary. Despite the fact that targeting is not much of a spectator sport, several large tournaments are held by the dharsage every year. The winners in the tournaments tend to wind up in very comfortable positions in the dharsage's caji infantry forces.

To conduct a targeting match, players simply must hit targets with a dysha. Don't forget that it is possible to take aim for up to two rounds with dyshas. Targets are moved further away and those caji that hit at the previous range continue until only one is left. Targets are usually destroyed and replaced after each shot. In dharsage tournaments there are two events, stationary targeting and pendulum targeting. Consider pendulum targets as moving on the range combat table.

GAMBLING

There are not many incleps or shenters which actually run games of chance like a casino. Most games are spontaneously started and the house has no part in it except for making sure the gamblers aren't thirsty. Two popular dice games, Norru and Mofra, are listed below. These games are very simple to run during play.

NORRU. Norru is typically a two player game, though three or more can play. Each player has six dice. The goal is to have all six numbers showing, one per die. Players place ante bets and then roll all six dice. They then pick up any duplicates and roll these again. This process of rerolling duplicate numbers continues until one player has all six numbers showing on his dice. Ties are resolved by a single die roll. The higher number gets the

pot. After each round of rolling, additional bets can be placed. The odds of these bets are based on the number of dice left to roll. If one player has 2 dice left and the other has three, bets in that round are placed according to those odds. The first player puts three gemules into the pot for every two the second player does. All bets must be mutually agreed upon between players. Money action in Norru takes place around the table as much as between players. Loaded dice are not uncommon, but people found cheating have a tendency to get broken fingers in some areas.

The only widespread variant of Norru has the players attempt to get six of a kind instead of a sequence of six. In this variant, players may reroll whichever dice they wish. The winning player receives an additional amount equal to the ante times the number showing on all six of his dice.

MOFRA. Mofra, simply called Match in Entren, is a popular Woffen game similar to craps. There is one "fixer" who matches bets among as many people as will play. A player places his bet, and rolls two dice. A 2 or a 12 automatically wins and a 7 always loses. Any other result on the first roll becomes the number that the player then attempts to match. He continues rolling until he matches, or gets a 2, 7, or 12. A 2 or a 12 still wins, and the 7 loses. The fixer has a fairly good odds advantage with the seven on his side. A variant called Shu-Mofra, or Reverse Match, makes the first roll free. If the player gets a 2 or 12 he still wins, and any other number, even a seven, becomes the number to match. If the player rolls a number besides seven, the game continues just like Mofra. If he rolls a seven, he must roll a 2, 7, or 12 to win. Any other number loses. Once the player enters Shu-Mofra by rolling a seven on his first roll, the payoff for his bet triples. Bets can be placed after each die roll.

Some of the games above can be run in a few moments during play for a little added excitement. Others, like a full game of loopball or boshball may take a little time to run. Sedate adventurers on Jorune may find a release in the exhilaration of

athletic competition and the thrill of victory. Jorune parties that are heavily combat oriented, and still survive on Jorune, may be happy to try the gambling games since they enjoy gambling with their lives. All in all, the thrill of sports should provide a satisfactory climax for session.

